



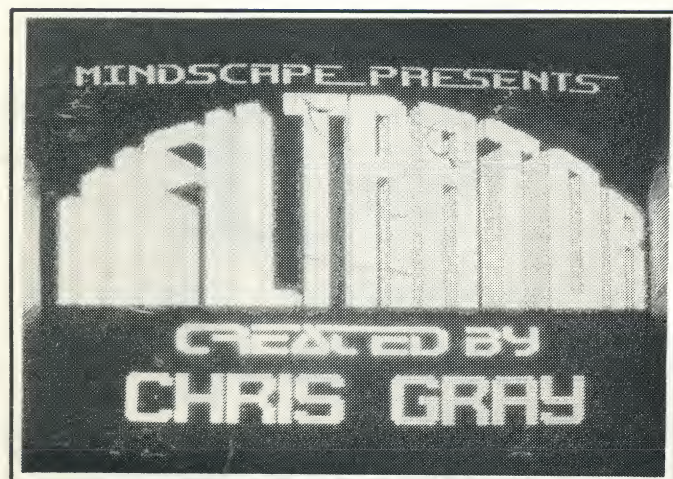
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INTERFACE

Michigan Atari Magazine

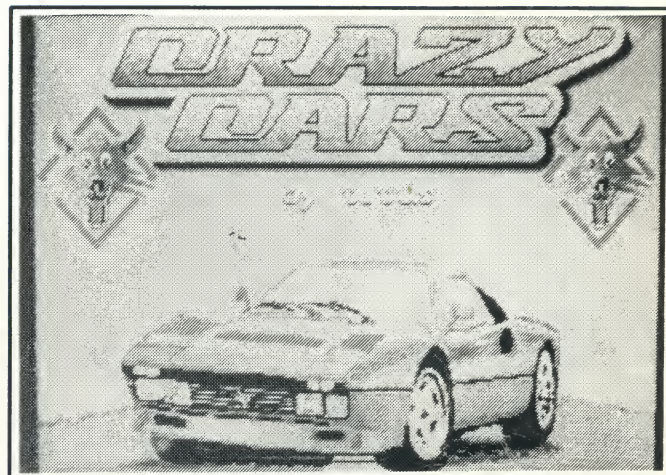
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Vol. 3 No. 8
Sept. 1988

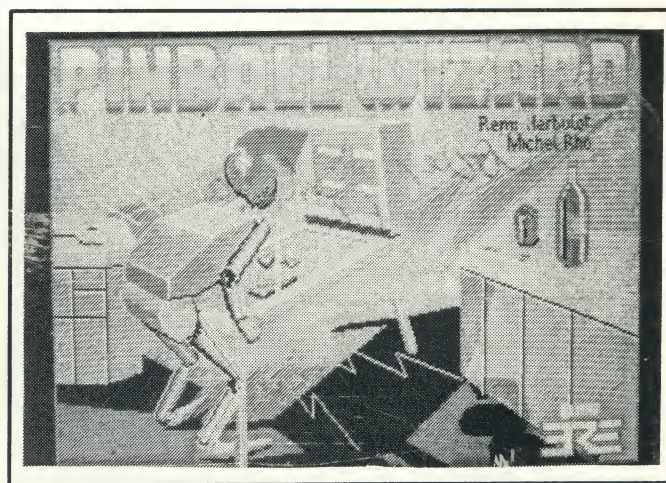
Games



Games



Games



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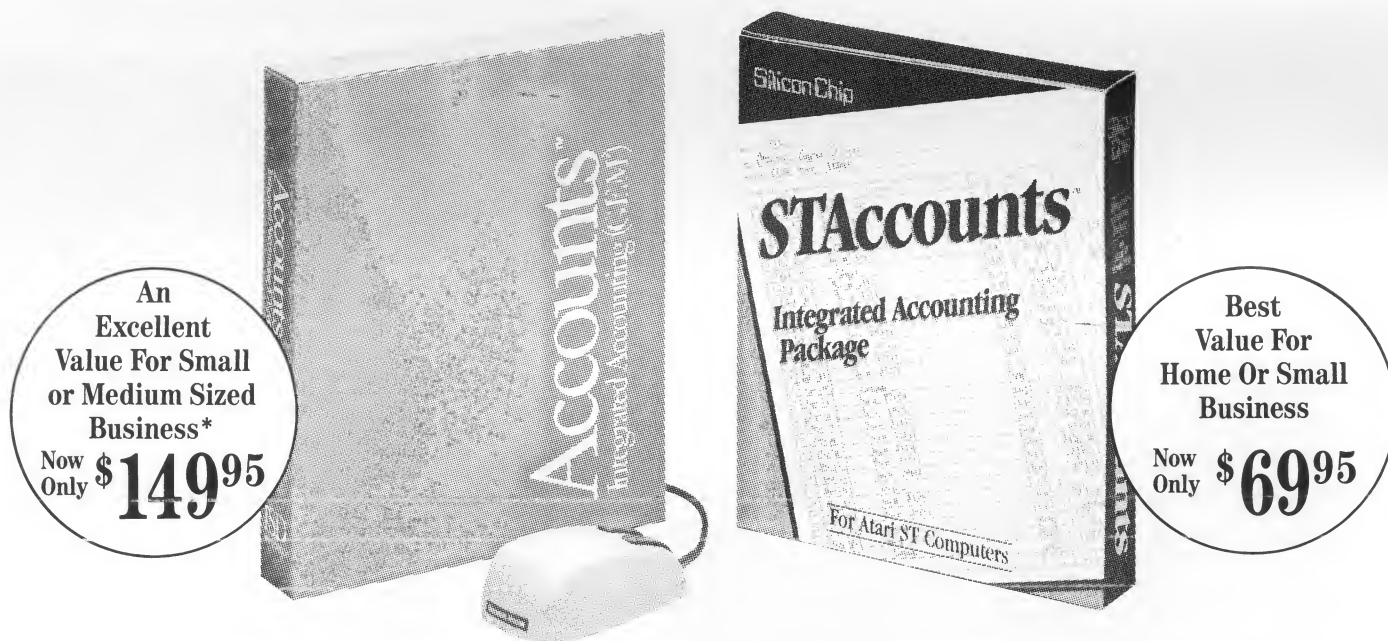
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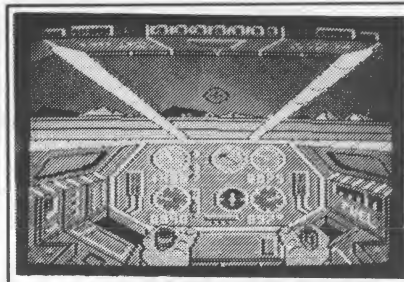
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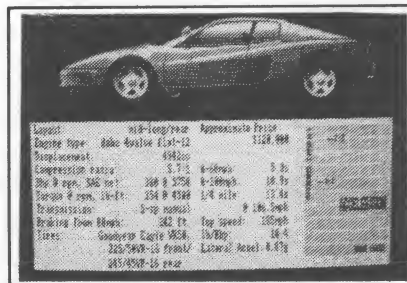
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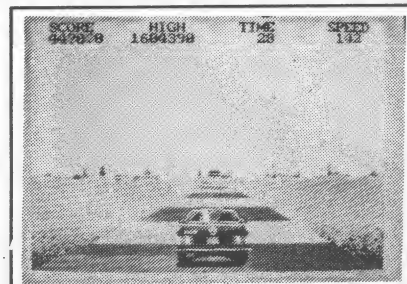
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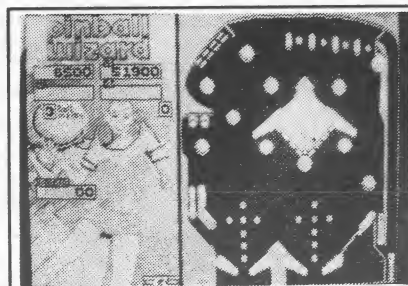
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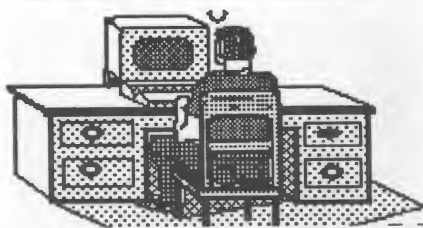
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Editorial Ramblings

A welcome nip is in the evening air as we write this, reminding us Summer is fading and Fall is around the corner.

This month's Flying the ST from Allen Bargaen blasts Soft-Logik Publishing. In all fairness to the makers of Publishing Partner Professional, Soft-Logik released what they are calling a "beta" version of the software because an informal poll of many registered owners indicated that was what the polled owners wanted. A post card was recently sent to all registered owners (a card that Mr. Bargaen probably hadn't received at the time of his article). The card says "Please understand that we have sent this version to you so that you may familiarize yourself with the new features and how they work," though it is true that many of the features simply do not work at all. The card also states that the final version of the software will arrive within a month. It seems to me they have a lot of work to do if this software is going to be bugless within a month, but when Publishing Partner Professional is finished, it will be the best Desktop Publishing package available for *any* machine!

On a final note, to all members of user groups receiving MAM, if you move, be sure to notify your membership chairperson. The Postal Service does NOT forward 3rd-class mail unless you're willing to pay them to do so. One club has asked that we start using "Address Correction Requested" again, which means all nondeliverable magazines would be returned to us (and we pay 30 cents for each returned copy). The club requesting this is willing to pay for each return, but some other clubs do not wish to. So, the best solution is the most logical - if you move, let your club know! Your club officers will appreciate it and you won't miss your MAM. If you don't, your copy will be sent, only to be destroyed by the Post Office (heartless folk, eh?). At that point, your only recourse is to purchase another copy at cover price (MAM + 1st-class postage). This would end up costing you over three times as much for your MAM! Ouch.

Bill & Pattie Rayl

People Who Make It All Possible

Managing Ed: Patricia Snyder-Rayl

Editor: Bill Rayl

Comic Strip: Steve Volker

Contributors: Allen Bargaen, Bill

Boles, Mike Bonkowski, Jerry

Cross, Byron Johnson, John Nagy,

Don Neff, Clinton Pierce, Bob

Retelle, Gordon Totty and all the

participating user groups.

What We Are

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From the Reader's



Viewpoint

Dear MAM,

This is in reply to the comments made in the August issue of MAM. Chris Miller made several good points, but I would like to point out a few of the bad ones also. My April column had only a one paragraph review on the MPP, so I could not give the whole story.

First, is the MPP an "excellent value?" Yes, you can buy one (used, since they don't make them anymore) for \$25 or less. The one I own now was picked up for \$5! Since MPP (now owned by Supra) is no longer in business, there is no place you can send it to be repaired. If you ever find a place, let me know. The one I have needs to be fixed.

In it's day, the MPP was an excellent value, but in today's age of high-speed, low-cost modems, it's simply not worth it. For as little as \$75, you could get an Atari SX212 modem and quickly recover the cost difference in long distance calling, not to mention on-line charges to many pay systems.

On the other hand, you would save money by not having to purchase an interface, since the MPP connects into the joystick ports. But this in turn creates more problems. That "12 or 17 sector" handler may fit in some of the older basic programs like Amodem, but when you try to incorporate it into a powerful programs (like Express) you are in for a big chore. Express has the handler built into the code, and adding the MPP handler is no simple task.

It took many hours of hard work by a SPACE member just to come up with a handler for the SX212! What will future MPP owners do when more powerful terminal programs come out? Is it worth giving up features like powerful downloading protocols, remote calling and networking just to name a few? As for your comments about "relatively crash-free BBSes" you must know of something I don't. Sure, many BBS programs are loaded with bugs, but the MPP BBS programs I have seen were so bug-infested it was a daily chore to keep them running. I now have four different MPP programs in my library (all that I could find), and none are worth the effort.

It is true that having the terminal program on cartridge is highly recommended, but the later versions of the MPP came with software on disk. If you could get an MPP with cartridge-based software, it might be worth the \$25. I am impressed with the huge buffer space and the speed. But, again, with today's 8bit equipment, you are at a disadvantage. You can get a 130XE and using the

ramdisk as a buffer, you won't notice much difference. For around \$50 you can expand an 800xl to 256k!

Another point you made was "you could not use your printer with an XM 301 at the same time." This is not true! Any time you add non-Atari brand equipment to your system, you might create compatibility problems. I am sure you are referring to using the PR:CONNECTION or some other non-standard interface with an XM301. It has been well-documented these devices tap into the computer's power supply, and, when operated together, create problems. However, if you use the Atari 850 interface and use the XM301 as the last device in the chain, you will have no problems. That is how I have my system set up. It is possible to purchase (or make) a 3-way I/O connector so you can daisy-chain your XM301 with other devices if necessary.

One last note, you mentioned that one of the features of the MPP is the ability to send a modem break, so you could access Merit. Although not available with the XM301 modems, (I think) it is a simple matter to do this with an 850 compatible interface. But systems like Merit are not available around the country, unfortunately, and software writers have no reason to incorporate modem breaks into their programs. This may be a feature of some interest to heavy Merit users, but I don't see it as a major selling point.

In conclusion, although the MPP may be an inexpensive way to get into telecommunications, I still recommend new users purchase a modem better supported by software developers, such as the XM 301 or even a Hayes compatible. If (and when) more powerful software is written for the 8bit systems, I do not believe the MPP systems will be supported.

Jerry Cross, President of GAG

Atari asks for User Groups Help

In the spring of 1987, Atari sent registered user groups a newsletter, the first in over a year. About six months later, Atari User Group Rep. Sandy Austin promised another newsletter as soon as she could get it out. Dated July/August '88, it finally came, but without Sandy who is no longer with Atari.

Who do you talk to at Atari now? Contact Cindy Claveran, new User Group Coordinator, who will be working with Newsletter Editor Elizabeth Shook. A series of AtariFests are among Cindy's projects. Be sure to get in contact with her at (408) 745-2569 if your user group wants to register with Atari and get on the correspondence list.

The new User Group News opens with an impassioned appeal to user groups to help Atari with marketing and promotion, citing that Atari has ceased selling through distributors and mail-order houses in the US. It goes on to say retail dealers are vital to a healthy Atari future, and user groups should take special effort to support them. "Some areas of the United States do not currently enjoy complete dealer coverage," understates the article. "User groups in these areas can help themselves by assisting Atari in setting up local distribution. Potential dealers will be more willing to carry the Atari product line if a friendly user base already exists in the area," the letter continues. "Refer independent computer dealers to Atari's dealer coordinator Kevin Janssen at (408) 745-2030."

The key word in this scheme is friendly. User group leaders I talked to across the country reacted uniformly in the negative when they heard Sam Tramiel's latest request that user groups be the spearhead for the growth of Atari. "We bent over backwards for them before with enthusiasm and hard work through the early AtariFests, contributing to the comeback of the 'New Atari', but what have they done for user groups? Very little that I can see," said Leo Sell, President of CHAOS.

"Big deal," echoed Los Angeles ACE President Bill Lurie. "Atari allowed user groups to order the first ST models...at full retail price, paid in advance...that's the last user group support I remember."

All user groups are being asked to re-register to become "Authorized" ACEs. "By registering and becoming an authorized ACE (Atari Computer Enthusiasts) organization, you can count on Atari recognition and support," says the newsletter. The new forms asks for, among other things, proof of membership to verify the group size meets the "minimum requirement," unspecified. Also asked is the "name of Atari retailer who will sponsor or offer affiliation." Several club officers, especially those whose groups are a hundred miles or more from an Atari dealer, felt that item was offensive.

Overall, the User Group News is a pleasant collection of items, and a welcome sign of long overdue attention to Atari clubs. I hope it becomes a continuing publication instead of the freak occurrence it used to be, and that fears of "being used again" are dissolved by followup and responsiveness at Atari.

John Nagy, CHAOS



Atari News and Comment

News Analysis by Bill Rayl

It's been relatively quiet on the Atari Front, with a few notable exceptions. Atari has released their first User Group newsletter in quite some time, a welcome sign that is being clouded by Atari's User Group registration policy. (See John Nagy's discussion of this in "From the Reader's Viewpoint.")

Another chapter unfolds this month on the on-going Double-Sided disk drive dilemma. As reported last month, a shipment of 520STfms appeared in Atari's Federated stores with Double-sided drives, while other dealers continued to receive only Single-Sided drive 520s.

Atari has now begun shipping the DS drive systems to all dealers. One sour note, though; for dealers to upgrade any of the older systems, they will have to take two new systems for every one they wish to upgrade.

Also, if you bought a SS 520 STfm during the period Atari was selling the DS STs to Federated, Atari's policy is you got what you paid for. No upgrade will be available from Atari. Maybe your local dealer can help, assuming you have one!

AtariFests

Atari seems to be making an attempt at supporting Atari Fests again. Reportedly, Sig Hartmann is now in charge of Public Relations at Atari (it sure gets hard to keep track of job titles at Atari lately!). Sig has appointed Cindy Claveran as User

Group Coordinator, a vacant position for some time. With these changes comes a renewed interest in AtariFests.

In fact, Sig Hartmann recently contacted MAGIC about putting on another show. In August, 1987, MAGIC, GAG and GLASS sponsored a successful Atari show in Southfield, MI. According to MAGIC's Newsletter Editor Mike Lechkun, an "Atari bigwig" is flying out to discuss the show on October 4th. The meeting will be held at 7:30 p.m. at the Italian Cultural Center, 28111 Imperial, Warren, MI, and MAGIC invites all interested people to attend.

In a move that can only be considered extremely bad taste, MAGIC is planning to charge 50 cents or \$1 admission to attend this meeting! The meeting takes place on their normally scheduled meeting night, and MAGIC's meetings are generally open to all. But, in this case, MAGIC proposes to charge admission from the very people they are going to need assistance from if another show will occur. MAGIC can't pull off an AtariFest on their own, but if any other clubs want to get involved at this first meeting, they'll have to pay to do so? Hopefully, MAGIC will change the tune before October!

Diamond & GOE

On to brighter horizons! Diamond, the 8bit Atari ST-like operating system created by Alan Reeve of Reevesoft, is now shipping! In a rather surprising move, Merrill Ward will be marketing Diamond. In a recent

phone conversation with Shelly Merrill, president of Merrill Ward, I was told that because of GOE's programmer missing contracted deadlines, the GOE project was dropped, and Merrill Ward and Reevesoft have entered into a marketing agreement for Diamond. "We're very committed to the Atari 8bit market," Merrill assured me. "Diamond is finished and will be shipping this month."

All you purchasers of the GOE demo disks -- have no fear! The \$5 is applicable toward the purchase of Diamond or will be refunded if desired. For more info, contact Merrill Ward, 255 N El Cielo Suite 222, Palm Springs, CA 92262 (612) 320-5828.

ST Flippies?

In the ST world, Jez San, who wrote Star Glider and now Star Glider II, has found a way to allow the *same* disk to boot on both an ST and a Commodore Amiga. As a licensable technology, the Argonaut Disk Loader System is available for other developers, so we will no doubt see more of this in the future.

With this truly revolutionary system, *both* ST and Amiga graphics and sound routines are in the same program. Coupled with a "dual-formatted disk," the program is booted on either system. At bootup, the main program discovers the machine it's running on, and "patches its vectors accordingly." This potentially is a boon for software developers taking chances on the relatively new and small ST and Amiga markets. Great job, Jez!!

Pay Services

One last thing before we stop for this month. If you're like us and like to telecommunicate, than Delphi has an offer for you! When you sign up for their Advantage plan, your on-line charges are only \$4.80 per hour -- cheaper than GEnie! The Advantage plans means you agree to be billed for 5 hours each month (a total of \$24), so if you use a pay service more than 5 hours a month, this could be for you! One nice thing about Delphi is you're charged the same rate whether you call in at 300, 1200 or 2400 baud, unlike GEnie or CompuServe.

To sign up, call by modem to Delphi at (617) 576-0862. Fill out the application form, and then go into the Using Delphi area where you can select the Advantage Plan. Hope to see you on-line soon!

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Developing the Atari

An Interview

with Charles Johnson

The first in a series of talks with Atari developers, this interview focuses on Charles Johnson, programmer of many notable shareware efforts including ArcShell, Mouse-Ka-Mania and DeskManager.

Currently, Charles, 35, is working on a GDOS replacement called G+Plus with John Eidsvoog, 39, his partner "in crime" at CodeHead Software. John has written such programs as GenPatch ST and HybriSwitch for Hybrid Arts.

This interview took place recently on Delphi with Charles calling in from Los Angeles and John calling from North Hollywood, California.

MAM> Welcome John and Charles! CodeHead Software is about to release the GDOS replacement...when it is due to ship?

Charles> John, you want to field this one? <grin>

John> Well, we just printed a draft copy of the manual yesterday. We hope we can get it ready before the end of the week (next week).

MAM> Charles, How is your GDOS replacement "better?"

Charles> It's better in several ways. First, many people notice a drastic slowdown when they use Atari's GDOS (which we can prove by the way). G+Plus does not suffer from any perceptible slowdown.

John> We can also reload different ASSIGN.SYS files from the desktop, even automatically through the use of an 'Installation' file.

Charles> Which lets you install a new set of fonts and device drivers without the need to reboot your computer.

John> So you can just quit one GDOS program and immediately run another, requiring a different ASSIGN file.

Charles> I want to emphasize that G+Plus is totally compatible with Atari GDOS as well. In fact, we used G+Plus and Time-works Desktop Publisher to prepare our manual.

MAM> Is CodeHead going to market G+Plus itself?

Charles> Yes, we are. We will also be distributed by Logical Choice for Computing who will have a toll-free number, 800-992-5232, for charge card orders. Or you can order directly from us at: CodeHead Software, PO Box 4336 North Hollywood, CA 91607

MAM> The program went through a pile of name changes. Can you give a short synopsis on the history of that, Charles?

Charles> Yep, that was a real mess, all right. The first name we came up with was "GDOS_LF" which stood for GDOS Liberation Front. For obvious reasons, that didn't seem like the wisest name to use <grin>.

Next, we picked A/DOS ST, but found out an independent IBM software company had dibs on that name already. In fact they made Atari change the name of their 8bit DOS, which was going to be called ADOS originally. Our *expensive* lawyer advised us not to tempt fate. Next (whew) we chose the name G-WIZ (which I still like, ac-

tually...oh well), but found out almost immediately that it was used by Supra for a C64 printer interface they market. So now, after all that, we've finally settled on G+PLUS. <slumps exhaustedly to the ground>.

John> Yeah. <Sigh of relief> We hope it's not this hard to find a name for the next product.

MAM> How much is G+Plus going to sell for?

Charles> \$34.95. You have to have that .95 in there.

MAM> First you, Charles, then John...how did you get into programming?

Charles> Actually, Pattie, I'm a musician by trade. Programming is a relatively new sideline (quickly taking over more and more of my time). I bought an Atari 400 when they first came out to play video games when I wasn't on the road. Then I got the Atari BASIC cartridge for it and I was totally hooked. From there it's a non-stop downhill slide into the nightmare, nether-world of computer programming <grin>.

John> I'm also a musician, been one all my life -- piano and keyboards. I first started in 1980 with an Apple II+. Learned a little BASIC and started writing some programs for music. I wrote a program for film composers, called Film Music Toolkit. Next were a couple of MIDI programs. These I sold myself through the company Eidco Resources. Naturally, when the MIDI-ed Atari ST came along, I got one right away and was soon hooked on 68000 assembly language.

MAM> Sounds impressive! How did you both meet?

Charles> Hmmm....how did we meet, anyway? It was through another musician/programmer friend of ours, Barnaby Finch, who plays for George Benson. (Among others.) He's also an ST programmer but on the road so much we hardly see him.

MAM> Wow. So, what comes after G+Plus? Any projects in the works?

Charles> Hehe...actually, I've been raving to John about this idea for a multi-accessory loader, but right now it's just a glimmer in my eye.

John> Maybe we shouldn't spill too much to the "press"...hehe. Well anyway, at the rate we've put out G+Plus, we might have this one out before you even get to press. G+Plus was just a glimmer in our eyes in early May!

Charles> We're beginning to see why programmers sign away 85% of their royalties. There's a lot to take care of.

John> We also plan to release a commercial disk with a dozen or so utilities that we use all the time.

MAM> Charles, will you continue to produce "shareware?"

Charles> As for shareware, I'm not sure. The response has not been exactly overwhelming, although it does seem to be picking up recently. But I know for a fact more than 28 people are using my ARC Shell program, just to name one. That's how many donations I've received...28.

MAM> Charles, do you feel the Networks should compensate for shareware they have in download areas? Or just the end-users?

Charles> Hmmm. I haven't considered that idea before. Perhaps, although I think you'd have a really hard time convincing the networks of that!

John> But on the other hand, the networks are helpful in distribution.

MAM> Overall, what are your impressions of programming the ST?

Charles> I like programming the ST. I work almost exclusively in assembly language, and the 68000 is a really elegant, powerful design. I'm still amazed by its sheer speed.

MAM> What was the toughest obstacle you've had to overcome in your programming endeavors?

Charles> There are too many to list, believe me! The problem with the ST has always been its operating system. There are some unclimbable walls in GEM. My Macro Mouse program, which records all mouse movements and keypresses, was perhaps the most complicated code I've had to write.

The system really doesn't want you to do this kind of stuff, except on its own terms. Which are too limited. I had to solve all kinds of problems having to do with installing and removing interrupt code, without damaging the ST's somewhat delicate OS balance.

MAM> Have you had any "direct" dealings with Atari as a developer?

Charles> Yes, I'm a registered Atari developer. I've been encouraged recently by signs of increased

developer support. For a long time, the support was fairly miniscule. Atari has new documentation, new help on-line and at their phone numbers. Atari finally documented the Line A "negative offset" variables, for one thing. They're offering a 68881 math coprocessor board to developers now, as well.

MAM> I didn't know the 68881 was being shipped to developers. That has been a very-much-asked-about topic.

Charles> Well, I haven't asked about it myself, but the latest Atari Forum developer's newsletter says the card is available to developers now.

MAM> Well, I've about run out of questions. One more...why is your cat the most intelligent in the world?

Charles> Because he's my cat! <big grin>

Charles Johnson is also the West Coast Editor for Analog and ST-Log Magazines and contributes many programs and articles to ST-Log.

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The Uninvited

A Graphic ST Adventure

Review by Pattie Snyder-Rayl

The evolution of the text adventure, as any History book will tell you, is a simple process. The first were only TEXT text adventures. But, as computers and users became more sophisticated, the wonderful world of graphics came into play. This brought into being the GRAPHIC text adventure.

Game designers were always striving for better ways to interface the text adventure with the user, leading to full-sentence parsers (the program holding the language information for the computer). Gamers were still frustrated with the "I don't understand the word..." problem.

If only there was a way to play a text adventure and communicate with the computer without using English!

Along comes Mindscape to the rescue with it's GEM/graphic adventures. One such game is The Uninvited. This revolutionary game system uses GEM windows for all the English word commands.

You examine an object by clicking on the picture and then on the Examine button. You can do the same thing by double-clicking on the object. The routine is the same for Open, Close, Go and Operate.

No longer is the player frustrated by a game that doesn't understand English -- or typos -- and you can get down to playing and solving the game.

The premise for the Uninvited is simple: you regain con-

sciousness to find you've just been in a car accident, leaving you stranded near a foreboding house. (Sound like any black and white movies you've seen?)

Your younger brother was in the car with you, but has since vanished into thin air. Your object is to find a phone to call a cab, locate your brother and somehow rid the house of its evil atmosphere.

The only clues you have are picked up along the way as you search the house room by room for the phone. There is an evil presence in the house which tries to take hold of your mind.

The house doesn't seem to be inhabited by any *living* things, but there are a lot of pitfalls to get caught in!

Speaking from experience, I'd

suggest saving the game often. It's easy to die several times before getting very far in The Uninvited. There's nothing worse than gathering a lot of little items and then dying before you saved the game with those items as part of your Inventory.

Your Inventory is a GEM window, but instead of text, the window holds the objects in graphic form. The spell book you see as part of the room is shown exactly the same way in your Inventory window. So far, I have not found a limit to the number of things you can carry.

The graphics are detailed and, sometimes, gruesome. The face on the Scarlet O'Hara figure was very startling the first time I saw it, and a ghost holding its severed head by the hair while



the head talks to you, is just one of the bone-chilling sights in store for you.

Another way the game keeps your attention is through sounds like your car exploding or roars of thunder from the storm outside. A smattering of maniacal laughter is an added touch when you die. The sounds aren't completely true-to-life, but they do keep you on the edge of your seat!


I like *The Uninvited*. I've always enjoyed text adventures, but get frustrated by the language problem. Mindscape has taken this problem totally out of the game -- in fact, you can't even use the keyboard at all! I also enjoy mystery/horror stories, and *The Uninvited* fits that description. A bit of the occult is thrown in as well.

If you're looking for something different to play, give this software a try. I think you'll enjoy it. *The Uninvited* is available from Mindscape and from several MAM advertisers. Give them a call for current prices. You need a color system with at least one single-sided drive.

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Rampage from MediaGenic

Reviewed by Bill Boles (MACE)

Like many of you out there, I grew up watching dubbed-in Japanese monster films, sometimes staying up as late as 3:30 a.m. just to watch Godzilla or Rodan tear up the city of Tokyo for the 287th time. However, over the years the local TV stations have phased-out late-night horror flicks in favor of more pedestrian (ie. boring) fare. Then last year, I discovered an arcade game called *Rampage* at a small shopping mall arcade. At last, a game that lets me act out the part of my favorite screen creatures! I was hooked.

Activision (now called MediaGenic) has produced an ST version of this great game, and it is a totally faithful copy of the coin-op. The rules of *Rampage* are simple: one to three players take on the persona of George the Gorilla, Lizzie the Lizard, or Ralph the Wolf. The players then set to work destroying one of 50 cities. There is much to do in this game. Not only do you have to smash buildings, look out for danger, mash cars and tanks on the ground, but keep yourself well fed!

Using the joystick, you may climb buildings, jump, and punch left, right, up, and down. As you destroy buildings, you will sometimes find objects hidden behind the windows. These range from people and other food, to bathtubs, beds, bottles of poison and highly electrical appliances which when eaten or touched, will lower your health. Don't let your health get too low, or your monster will shrink into a tiny creature which meekly shuffles its way off screen and costs you a life. Other things to look out for are tanks firing missiles, army choppers, vigilantes who throw home-made bombs from windows, and an obnoxious kid who drops firebombs which destroy buildings (you don't want to be on top of a building when this guy shows up).

This is not to say that all is doom and gloom for the player. There are many ways to score in this game. First of all, those pesky tanks, cop cars, and other annoyances can be smashed for points. Quite often you will find victims waving for help from a window which can be grabbed for a quick snack.

And for a big bonus, when another player's monster shinks into the tiny creature, you may eat it for a quick 1000 points. One more hazard to watch out for is water. When a player loses his third life, the others continue until all have died, at which point the game ends. Sad to say however, the game does not save the high scores to disk.

In all, this has got to be the best arcade game yet for the ST. It is exactly like its coin-op counterpart both in graphics and sound. I for one hope MediaGenic comes out with many more such high quality programs. If you find a copy of this game at your local dealer, make a dive for it. You'll be glad you did.

Mindscape's Infiltrator on the Atari 8bit

Review by Bob Retelle

The packaging for "Infiltrator", from Mindscape, Inc., would seem to indicate the game is just another combat helicopter "flight simulator" like Super Huey and Gunship, but there's a lot more to it than that. The disk actually contains two related, but different games. First you must fly your heavily-armed helicopter behind enemy lines, then you disembark and go on foot into the enemy headquarters on a covert intelligence mission.

The manual for the game is written as an overdone parody of military manuals and spy movies. After some silly stuff about getting you to abandon your current career as "neurosurgeon, politician, movie actor, rock star, world class motorcyclist, explorer, karate expert, and devil-may-care all around nice guy," the manual moves on into (almost) specific details about how to play the game. You're presented with the Owner's Flight Manual for your new "Whizbang Enterprises 'Gizmo'(tm) DHX-1 Attack Helicopter" (affectionately known as the "Snuffmaster"). Once you get through that, you find the McGibbits Guide to Ground Installation Infiltration, (Pocket Edition) which goes into how to play the second part of the game.

This cutesy-parody style is laid on too heavily for my taste, but the actual game instructions are clear enough if you can get through the other stuff. Thankfully, the manual doesn't detract from the game itself.

The game starts with Captain Johnny "Jimbo Baby" McGibbits (that's you) sitting in the cockpit of the "Gizmo" helicopter. The graphics are well done, with the typical helicopter instrumentation on the control panels, and lots of flashing indicator lights.

Also nicely done are the graphics of the pilot's hands on the control sticks. When you move the joystick, the hands move the control sticks in the corresponding directions. Pressing the fire button, makes the thumb on the right hand reach up and press the button on top of the right stick.

After you start your engines and get into the air, you switch to your "Tactical" display to find out the Automatic Direction Finder frequency for your mission. As it turns out, this frequency is the same every time you play the game. Then you switch to your "Communications" display and enter the frequency manually into the ADF. From that point on, the ADF indicator on the instrument panel will point you in the direction of your target location.

While flying to your destination, you'll encounter other aircraft, some friendly, some enemy and some maniacs who will attack anyone. You have to switch to your communications system and type in a request for identification. The other aircraft will reply with the pilot's code name and requests you identify yourself. This is where some "skill" is required to guess whether the other pilot's name sounds like a "friendly or an "enemy". If you

guess right, and your reply is accepted, you'll be allowed to proceed without having to fight. You have to constantly watch for other aircraft, because if they challenge you first, you won't have a clue as to their loyalties, and will just have to flip a coin as to how to answer them.

The chopper's controls, often a subject for criticism with me, are very nicely done! The fire button is used as a sort of "Shift Key" to allow the joystick to control all of the helicopter's movement. You can go up and down, accelerate and decelerate, and both bank and rotate to the left and right, all without taking your hands off the stick. The problem occurs when you have a weapon armed, and you have to disarm it before you can slow down or rotate using the fire button, but I prefer this control setup over ones which require keyboard action for flying.

I missed having a Radar display of the positions of enemy aircraft, but there is an indicator which flashes when an enemy launches a missile at you, allowing you to quickly fire off the appropriate counter-measure. There really wasn't much action during the flight portion of the first mission. I'm assuming things will get hotter during later missions, IF I can ever survive the second part.

Once you land your chopper behind enemy lines, you're asked to flip the disk, and the ground infiltration portion of the game loads. The game play here is reminiscent of a one-player Spy vs. Spy and Castle Wolfenstein.

In the first mission, you have to sneak by the guards and photograph secret documents and aircraft, then return to your helicopter to fly home. To aid you in this operation, you have fake ID papers, a mine detector and two different types of sleeping gas. As this is a "covert" operation, you don't have weapons to defend yourself.

I found it extremely difficult to get past all the guards with-

out them setting off the Alarm which causes everyone in the installation to go after you.

Even if a guard in a room accepts your papers as legitimate, you still have to search the file cabinets in the room. If he sees you doing this, he'll set off the alarm. If you take too long getting your sleeping gas ready after a guard says your papers are not in order and try to run, he'll set off the alarm. Once that happens, it's pretty much all over. There *is* a security pass silencing the alarm somewhere in the installation, but I've yet to find it, and it only works once. You have a limited supply of the sleeping gas, and while you can find more by searching, it'll be long gone before you get out alive. After being caught five times, the mission is scrubbed, and you'll have to start over from the beginning, back in your helicopter.

The game requires an XL or XE system to run. I did try it on my 48K 800, but it does require the full 64K that the package indicates.

Infiltrator is a good blend of two different types of games. The helicopter simulation seems to be a little less complex than others, but still is very well done. The ground infiltration portion has a high frustration factor, but it looks as though perseverance and patience may be the key to slipping past the guards. I'd recommend "Infiltrator" to anyone who enjoys both flight simulators and "spy" games.

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Out Run by US Gold

Review by Michael Bonkowski (MACE)

I have always hated reading reviews. I felt the person writing the review doesn't understand what I am looking for in a program. They tell me the program is "the best thing that ever existed" only to spend my money to find out it's a dust collector.

Well, now it's my turn. I have owned my Mega ST2 for 6 months now and so far Out Run is one of my favorites. Most, if not all, of you will recall an arcade game by the same name. Well, this is not just a quick copy.

According to the box, it took nine months to program just the graphic design and gameplay and it shows. In the game, you are driving a Ferrari Testarossa Convertible in a race. While the car's graphic appearance is not as fancy as Test Drive from Accolade, the graphics are very good. Even if you crash the car, which you will do often enough, the car will roll over, showing the undercarriage, (including the suspension and exhaust pipes!). The display updates quickly and smoothly.

The selection of the program's options are GEM-based. You can choose to turn the music on and off (for a reason I will get to in a minute), start game, have a lot or little traffic, show a demo of the game or choose between mouse and joystick operations. They even changed the black mouse pointer into a steering wheel. Here is where a minor nuisance arises. The docs don't state that once you select joystick, the mouse becomes inactive. After about three reboots, I bumped the joystick, and noticed it moved the pointer.

The music was a surprise. The game itself has the standard music any game would come with. But I was surprised when, included in the box, was a audio cassette containing the original soundtrack taken right from the arcade game itself, the rushing wind, crashing waves and background music. Only problem with this idea is finding a cassette player or stereo close by.

One nice feature is a pause function. If you hit the space bar, you are presented with the start-up menu. When you want to resume the game, drop the menu and select continue. You also control your car's direction. You can choose one of two different exits to the enter the next stage. If you tire of one way, take the other exit. You must go through five stages in the allotted time or the game ends, but have a total of fifteen different routes to take.

US Gold also has other titles like Gauntlet, Indiana Jones and the Temple of Doom and Road Runner for the ST. If this is the quality of software that they are producing, I am going to be purchasing more of their software!

US Gold Ltd. Units 2/3 Holford Way Holford, Birmingham B6 7AX Tel. 021 356 3388.

Taking it to the Streets

Test Drive and Crazy Cars for the ST

Review by Bill Rayl

I don't know about you, but after some grueling hours of word processing or databasing with the ST, I like to get away from it all. What could be better than a nice little drive? How about a nice drive in a Porsche 911 or maybe a Lamborghini Countach?

Test Drive

Test Drive from Accolade is a driving simulation giving you a taste of what it's like to slip behind the wheel of a Porsche 911 Turbo, Chevy Corvette, Ferrari Testarossa, Lamborghini Countach or Lotus Esprit turbo. Each car is stunningly depicted with its performance specifications -- such as type of engine and transmission, acceleration speeds and top speed and even the tires on the car. Once you've chosen the car, it's time to hit the road.

From here on it, you're behind the wheel, using a joystick, port 2, to shift, steer and change speed. Again the graphic representation of the dashboard is very detailed, and you can optionally display the shifter stick in the lower right corner of the screen. While cruising down (and up) the winding mountainous road, you'll find water slicks, pot holes and a few "Sunday drivers" to really slow you down.

When you pass, look out for oncoming semi-trucks! And, there's always the police just waiting for you to pass through their radar traps. Keep one eye on your Radar Detector! The faster you get to the gas station

at the top of "The Rock" and the less mishaps you have, the higher your score.

As a simulation, Test Drive passes and surpasses. The graphics are very good, animation is quite smooth and the joystick control of the cars is surprisingly well done. The sound effects are less than realistic, but they aren't too bad.

Overall, Test Drive is a winner as a driving simulation, but it's probably not a game you'll turn to for hours of escape once the "newness" wears off.

Crazy Cars

Crazy Cars is Test Drive taken one step farther. Let me first say that comparing Test Drive (a simulation game) to Crazy Cars, an arcade-style game in the Pole Position tradition, would be unfair to both games.

Crazy Cars comes to us from Titus Software. Based in France, Titus is testing the US waters with a number of excellent games. Crazy Cars is their first foray into the ST market, and it's a good one. The scenario is simple -- you start "The American Cross-country Prestige Cars Race" with a Mercedes 560 SEC. The three-part race takes you to Arizona, Florida and the Space Shuttle. If you finish the race by the allotted time, you get a faster car -- first a Porsche 911 Turbo, then a Lamborghini Countach and finally, if you're really good, a Ferrari GTO.

The game does not graphically put you behind wheel, as

does Test Drive. Instead, you "follow" your car down the road, similar to the perspective in Pole Position, Great American Road Race and other race classics. Either the keyboard or joystick can be used to control your car's acceleration, braking and turning. Both function well in this respect, so choosing which is best is a matter of personal preference. The scrolling of the countryside and other cars as you go zooming by, is superb and the sound effects are first rate.

Crazy Cars has a couple little surprises that add to the game as well. The digitized music blasting from your radio as you first boot the game is a bit startling the first time, but pleasantly so. Even more startling is the first time you hit a bump in the road and leave the ground while cruising at over 100 mph! You can use this feature of the game to actually fly over vehicles -- they don't teach you to pass like that in Driver's Training!

Both games are copy-protected, and a color monitor or emulator is required.

Test Drive, (2 disks) \$49.95
Accolade, 20813 Stevens Creek,
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Epyx's DeathSword for the ST

Review By Bill Boles (MACE)

Are there many of you who wish to play a game that lets you do more than blow up ships, fry aliens or search for treasure? Do you crave a *really* violent game? If so, Epyx has just released Deathsword.

In Deathsword, one of Epyx's Maxx Out series, you are Gorth, son of the king of the Northlands, whose task is to rescue the princess Mariana from the clutches of the evil wizard Drax.

As the game begins, you find yourself in a forest confronted by the first of Drax's warriors. Using the joystick, you jump and

roll to protect your body and whirl your sword or deliver neck and leg chops, head butts, body chops or flying neck chops. At the top of the screen are two rows of red dots which show how many hits you or your opponent can take. Each of these dots represent two hits each. When you run out of hits, you die.

The first guard you come up against is no problem. However, the guards get better with each one you face, i.e. they learn to better anticipate your moves. If you win all the battles, you then move to Drax's throne room where the wizard watches your next battle. Getting past these contests will send you to the

final showdown with the wizard himself. In this one, Drax hurls energy globes at you which will kill you with one hit.

What makes Deathsword so violent is the neck chop maneuver mentioned earlier. When this move is timed right, your opponent's head is chopped off and falls to the ground. The body spurts blood from the neck, and a green Orc creature kicks the head away (making a realistic squish) before carting away the carcass.

Other touches to the program include digitized sounds which range from yells of pain as a character takes a hit to the sound of swords clashing against one another.

In all, this is an entertaining game. Though some people may not want children playing it, it does provide a lot of fun. So, if you want a game that's loads of fun (and a little sick) pick up a copy of Deathsword and go head hunting.

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Pinball Wizard

the ST Pinball Game

Review by Bill and Pattie Rayl

Do you like playing pinball? Have you ever gone into an arcade and thought, "Gee, I could design a better game than this," or "Wouldn't it be nice if I had something like this at home?"

If so, Accolade has the game for you! Pinball Wizard is an excellent pinball game and pinball game construction program. The game is easy to play, and it's a breeze to make your own games.

Pinball Wizard comes with several example games that

show what can be created using the supplied bumpers, spinners and other game pieces.

Accolade has also provided a basic drawing program to turn your games into works of art. Unfortunately, you can't put a supplied piece on a decorated area, but you can decorate the supplied pieces. The drawing process has two modes -- Obstacles and Decoration. If you're not satisfied with a Pinball Wizard piece, you can create your own.

Then, set up your game with the right number of balls (one to five per player) and with just the right amount of elasticity,

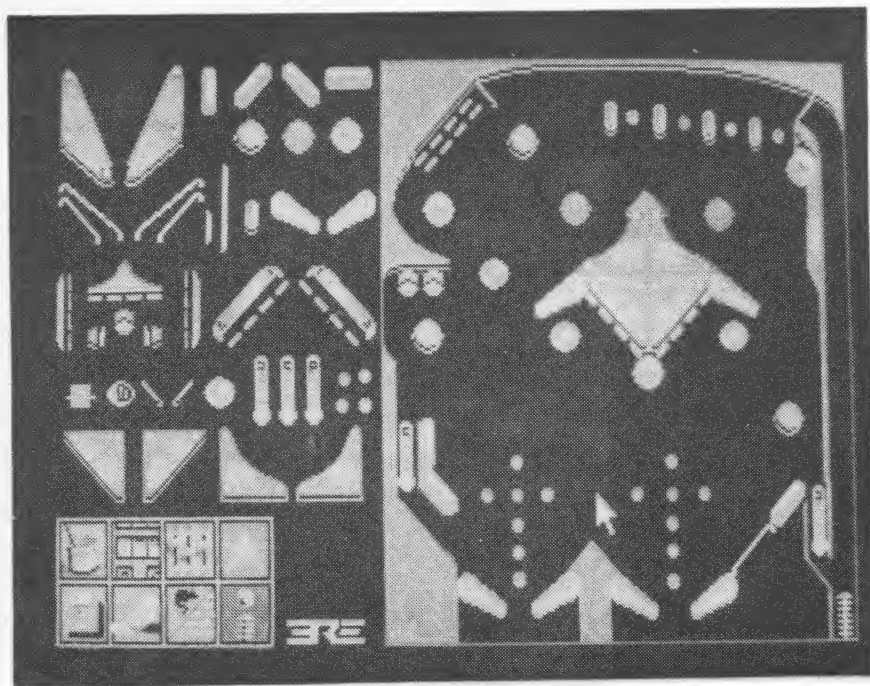
speed, tilt and stroboscope effects. Finally, designate the point values for the bumpers and other pieces and give special "bonuses" for hitting combinations of pieces. (Of course, you can always use the default setting for all of these!) Now, let's play!

The game may be played using the mouse or keyboard. The keyboard uses the Alternate and Caps Lock keys while the mouse uses the right and left buttons. The mouse can be hard to play with, and we usually use the keyboard.

Drop some coins into the slot, press the player button and get set! Pinball Wizard will play a rousing fanfare each time you press the player selection button. As you play, you hear the familiar arcade sound of buzzers and bells. Each time the program totals up your score, you get serenaded with peppy music. Although the program doesn't have any flashing lights, the feel of a real pinball game is there.

Pinball Wizard is an excellent game, and we have had a lot of fun designing and playing games of our own. We recommend Pinball Wizard to anyone who enjoys playing pinball games. Accolade even claims the games are so realistic you'll find yourself dropping quarters into your disk drive!

Pinball Wizard plays on any ST with a color monitor and is copy-protected. Accolade, 20833 Stevens Creek Blvd., Cupertino, CA 95014.



Shadow for the ST

Review by Byron Johnson

Shadow is a multi-tasking telecommunications program that works with GEM window telecommunications programs like Flash! or as a stand-alone VT-52 terminal package. Shadow downloads files in the background while running most any other program in the foreground. It does this with a protected area of RAM, called a file transfer buffer and feeding the download directly into it. This frees up the microprocessor for the other program.

When it comes time to download a file, you have the option of using Shadow's buffer or Flash's normal method. If you choose Shadow, you may exit Flash as soon as the download begins and run most any other program. A box appears in the upper right corner of the screen showing the number of blocks currently downloaded. You may do a warm reset, change screen resolutions from medium res to high res (if you have another monitor), print ASCII files from the desktop or anything else short of turning off the power.

Shadow will continue until the download is complete. Next, you must remember to save the file to disk or it will be lost when you power down. The only real disadvantage I can see is the loss of 100K or more of valuable memory for Shadow's buffer. This is how Shadow.PRГ works.

The second option is Shadow.ACC -- a desktop accessory and a VT-52 terminal emulator.

This is ok, if you don't own a full-featured program like Flash, or if you just want to download a large file from a friend and don't want to tie up your computer while doing it.

Shadow seems to be most useful while on a pay service like Delphi, CompuServe or GENie. While a download is in progress, I can scan through the capture buffer to see what I want to download next or print out file descriptions. You could save a lot of money by being more organized and keeping connect times to a minimum. This alone could pay for Shadow in a short time.

Shadow will work with the following protocols: X-modem/CRC, Y-modem/X-modem 1k, Y-modem Batch, CompuServe B protocol and ASCII. It has a built-in dial directory and can operate from 300 to 19,200 baud. The authors added 27 new dialog boxes to keep you informed of what you did wrong.

Installation is easy, just copy Shadow.PRГ into your auto folder and either install a ram disk or a Shadow.INF file, reboot the computer and run Flash like always. I've found configuring the file transfer buffer to about 100k seems to work pretty well. Or you could copy Shadow.ACC onto your boot drive and you're ready to go.

Shadow comes on a single-sided disk and is not copy protected. Also on the disk are the Flash conversion files to update you from V1.51 to V1.52 and from V1.52 to V1.60. The 62-page manual is very informative

and makes using this program a real pleasure.

In fact, the only criticism I can come up with is I wish the status box actually read the number of blocks to go. Then I could estimate the time remaining before the end of the download. If you're using a 520ST, I would recommend turning off all other accessories and using a small file transfer buffer, perhaps 50K to 75K.

Shadow was written by Paul Lee and Michael Vederman of Double Click Software and marketed by Antic Publishing. It sells for \$26.00 dollars and is available locally.

If you're really into telecommunications, I would recommend Shadow. An update, called Shadow V1.01 was recently released. It fixes minor bugs and is available on pay services and bulletin boards.

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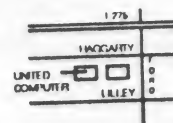
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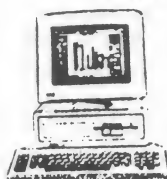
8bit software review by John Nagy (CHAOS)

Our congratulations to Don for completing a seemingly impossible task. As it is shareware, if you find it useful or fun, please send Don Davis a contribution for his efforts. You can contact him at 50 West Holly Hill Road, Apt. 13, Thomasville, North Carolina 27360.

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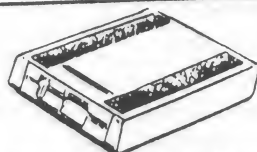
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Flying The ST

by Allen P. Bargaen (c)

commentary on the World of Atari ST computers

Submitted on behalf of M.A.C.E.

The Logical Move...

Soft Logic, creators of "Publishing Partner" have started shipping their newest product, " **Publishing Partner Professional**."

For those of you who have waited patiently for **Soft Logic** to release this promised program (long long ago promised), the wait for a quality program may not yet be over.

Soft Logic started shipping their much vaunted and well advertized program to it's registered owners in the latter part of July. With the confidence built by the excellence of their previous program, *Publishing Partner*, most users felt it was a safe bet to invest their money with this company - *in advance* - to be the first on the block to get copies of the professional, as soon as it was available.

I regret to advise that the current version of the product shipping in July - August is a far cry from the product we all expected. So badly bug ridden is the program, and so incomplete, that I cannot for the life of me understand why this fine company released it. Perhaps they finally succumbed to what must have been ever increasing pressure from their registered owners to get their software. One can only hope that this decision does not turn into a tragic error for Soft Logic.

But It simply does not work...

Publishing Partner Professional, when booting up does reflect some very significant changes from it's predecessor. The main screen has a crisp clean and uncluttered look to it, while still retaining the feel of the previous version. Many of the features promised by the developers in their advertisements are visually there, but alas they do not work.

Getting the program to crash is quite simple. If any of you are into desktop publishing, you will know how frustrating an experience this can be, especially when you have just lost several hours work due to program lockup.

The Main screen promises many enhancements that writers and business people have been clamoring for. Things like Text rotation, expanded picture importation, Text flow around graphics, Greeking and automatic conversion or importing of old files created with the original "Publishing Partner". *None* of these features work! Things like changing already typed text from one font to another - cannot be done, and so on and so on.

For the life of me, I cannot understand the decision to release the program. Soft Logic is and has been a fine example of a company dedicated to releasing only the very best software for the ST. Their original program was no doubt the reason many people bought their first ST's. I remain convinced that this software will be the answer to all of our wish lists when it properly comes to market, regardless of price. For this reason, I urge Soft Logic to rethink it's decision to release this flawed code, at this time. People who want quality software will wait for a good product. Yes, the pressure on you must be incredible, but you must resist the temptation to ship a version that does not do what it it promises. No one in their right mind would seriously consider using the current version so why ship it? One can only hope that the lashback from this release will not water down the computing public's clamour for the product we know it will be.

Come on **Soft Logic**, tell us it was shipped in error, and give us a new target date for the real thing. We will hate to, but we can wait. We have that much confidence in your abilities to ship a world class product for the Atari ST, a truly World Class computer.

Atari establishes Dealers

Atari recently held it's first dealer council meeting, and pledged it's commitment to the Dealer concept. The company established two types of Dealers for it's product lines.

The first type of dealer is a business center. They handle the complete Atari product line from PC's to Lasers and earn gross margins of up to 35 percent.

The second dealer is a computer specialty shop. Their mandate is to address the needs of the home computer user, small businesses, and professionals. Their margins on sales would normally would run at about 30 percent.

Atari is currently looking to expand it's base of 400 dealers, but with the *higher end* dealer that will penetrate the U.S. business market.

To support the thrust, Atari has hired field salespersons and telemarketers who will provide referrals to the dealers. Atari has also established a co-op advertising program and plans to provide it's dealers with periodic incentives to help position products in different vertical markets such as Desktop Publishing.

The next scheduled dealers council meeting is set for September, when dealers will be able to report on their successes to date, and presumably expand the thrust into the targetted markets they serve.

Atari still suffers from too little shelf exposure on specialty computer stores across the country. In areas like the American Midwest, where dealer support is light, they do little if any advertising, and the Atari name is not a common word to the computer buyer. Atari continues to market their product in those areas where they have good dealer coverage, and broad markets. Perhaps this coverage will come to this area in the near future.

It is encouraging to hear that Atari is still aggressive in the computer business and working on newer designs and marketing concepts. It's about time for a round of new product announcements, so look for some interesting News from Atari in the very near future.

Allen P. Bargaen

Debits 'n Credits -- STAccounts

Integrated GEM-based



Accounting from ISD

Review by Gordon Totty

Welcome to the stuffy, stiff, stilted world of the accountant. Most folks like to think the preceding adjectives aptly describe accounting, accountants, and their accouterments.

Most folks are wrong about most anything, most of the time. (Well...at least some of the time, unless P.T. Barnum was wrong about his birthrate statistic.) For example, meet the HELP icon, a little teddy bear, from STAccounts. The first help screen is introduced as follows:

"Hi, I'm the Chipsoft Teddy. I'm here to help you with any screens you don't quite understand. If you need help, just point the mouse onto my tummy and click the left mouse button..."

This cuddly-looking little critter sits in the lower left corner of nearly every screen in the program waiting for you to poke him in the tummy. If this program had sound, you would probably hear him giggle with each probing inquiry for more information.

Teddy bears for accountants! For sure, some won't like it. Certainly, some will say it diminishes the professional appearance of the package. Perhaps some will even call for their throw up pot. But others will like it, because some of the most "off the wall" comics I have personally known are or once were accountants. Bob Newhart, though not exactly a "wild and crazy guy," is a good comedian

who was an accountant. (No, Bob is not one of the accountants I knew.) Perhaps slaving over the books drives some of the accountants a little dotty. This software is intended to make life a little easier for the accountant breed or any others who struggle over "the books." If it succeeds, maybe there won't ever be another Bob Newhart.

There seems to be enough work for accountants to do with computers without any of them having to turn into comedians. Arthur Anderson & Co., the big Chicago accounting firm, recently reported they expect revenue from computer consulting to exceed one billion dollars this year, which would make computer consulting about equal to 40 percent of their total revenue. One billion dollars, and Arthur Anderson & Co. is only one company in the field!

Knowing how this business was booming, in their wisdom, your editorial staff provided me a copy of ISD's STAccounts, an integrated accounting package utilizing GEM, to look over and then write this review. All this work and planning just to keep you current, up-to-date and away from a career in comedy!

For openers, the opening screen reveals that STAccounts is an international effort. It comes from Chipsoft Software and is version 2.0, copyright by Silicon Chip, Ltd., 1985. It is distributed by ISD Marketing, Inc., our good neighbors (eh?) from Markham, Ontario, who brought us VIP Professional, the Lotus 1-2-3 look alike.

The program was written by Nilesh Parikh, Iain Lawrie and Keith Fraser. The title screen also credits Sophie Prince for the Teddy. Way to go, Sophie!

This review was a very difficult task for me. STAccounts is not, in my opinion, easy to learn or particularly "user friendly." And I have a head start on most of you, having taken a college degree in accounting long, long ago, with about 36 credit hours of the subject once mashed into my head. I have forgotten a lot, not to mention the unmashed lumps, and maybe I have forgotten too much to cope with a product like this without a more serious effort than I expended. So, call me potato head!

However, wrong though I may (or may not) be, I think that if you have no idea of what simple bookkeeping is about, you will find this product difficult in spite of the very good effort made to make the double entry system partly automatic.

On the other hand, if you are well-aware of bookkeeping or accounting methods and have been slaving over the books manually (whilst developing a sense of humor...."whilst" is a British word I just threw in here in honor of the source of STAccounts), then you may be thrilled to see this product available for the ST. It is also available for the IBM PC and compatibles under GEM. If you are patient enough to study the manual and work carefully, Accounts is a powerful package and I am happy to see software like this being brought out for the ST line.

For those of you already heading for the door to go buy this, according to the November 1, 1987 press release I was provided with, version 1.0 (STAccounts) has a suggested retail US price of \$69.95. Version 2.0 (Accounts) lists for \$149.95, and the IBM version is listed at \$299.95. Sorry, but I cannot tell you the difference between the two ST versions.

The program needs a minimum of 512K to operate, and the manual cautions one to ensure that 512K is available by not having any desk accessories loaded. I ran it on a 1040ST, and had no interference from my Desccart! accessories, which I did load. I ran two small companies, as sample data to try the program out with, and the two of them "filled" my data disk. By filled, I mean I could not open another company on the same disk, not that I could not enter more data for the existing companies, as STAccounts can record 2,005 transactions on a 354K disk.

Whilst (oops) we are on statistics, let me tell you the program comes on one disk (the manual mentioned two, but the single disk did not seem to be missing anything) that includes 38 files for a total of 582,903 bytes. There is the main program, an associated data file, a reports program with its data file, an ASCII printer driver with documentation, an Epson FX80 printer driver and documentation, a help file, a program to create your own printer driver, and formats for 28 reports that you can create with this program. Is that a lot? I think so.

The program is not copy protected; you are licensed to use it and to make a back-up copy. You are trusted to not give it away to your friends, a practice I have heard is common in the IBM, Apple, and Commodore worlds.

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Unit of Sale: ea					
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The manual that came with STAccounts is titled "Accounts", which is the IBM version of the product. According to an inserted sheet, both versions are functionally the same, which points up the fact that the ST version, at \$100 below the IBM version, is a relative bargain. The manual is 148 pages long, and wire ring bound to lay flat when open.

So, what do you do with this product? You can keep the books for a small or medium-sized business. You can tailor the accounts for any kind of business you are in, although out of the box it is partially set up for a merchandising operation (as opposed to manufacturing). You can set it up to write your checks and prepare statements or billings. You can enter orders and track your inventory in ten product groups. It will automatically age your receivables and payables into current, and 30, 60, and 90 or more day old categories.

There's more. You can input control data, such as budget numbers and credit limits. You can record the names, phone numbers, mailing addresses, and shipping addresses of all of your receivables and payables. You can screw the books up and then hand your auditor an "audit trail" listing every transaction that you entered. You could even give him a cross-referenced audit trail of the general ledger accounts, but why not let him work for his money?! (Someday, I'm going to make an interrobang for use in my word processor!?) Just think, if you do screw up the books you can do like some of the folks I know and blame it all on the damn computer!

And some more. You can design your own reports if the 28 formats provided with the program just don't do it for you. I was tempted to try this, as the balance sheet that the program prints leaves a lot of empty space (skipped lines) that caused my simple one-page example to overflow to a second page. However, I did not have time for this.

There's some more, and more, too. More than this friendly scribe could find time to play with. Having said, "play with" I should reiterate that this is not an easy program to use right out of the box. A lot of patient work and study is necessary to use STAccounts.

When you are first loading your initial data, you must be very careful and plan ahead. This is one product where, in my opinion, you must read the manual carefully before you begin if you are using it "for real" and have a lot riding on the outcome.

Many, in fact, will be best served by just buying it and handing it to the bookkeeper or accountant with an exhortation to increase his/her productivity. (Trust me, the hired help just loves to get that little zinger from the boss!) Even in this case, be prepared for the bookkeeper to lose a bit of time in figuring this out and working carefully.



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Now, may I pick some nits? Oh boy, nit-picking is the avocation of accountants, and I learned it well. It is far, far more enjoyable when one accountant can pick nits off another accountant. No, it's not quite like two monkeys in the zoo, but is more like a master swordsman meeting another, with blade bared and thirsty for a taste of blood! "En garde, dolt, I will carve thee like a tender roast!" Oops, got carried away there. On second thought it is like two monkeys in the zoo I eat all the nits I pick.

Nit #1: I think the program puts too much emphasis on sales tax and discount rates; you can pre-set ten of each. On the other hand, you do not have to use every feature that is made available.

Nit #2: You are encouraged to create a data disk with sample data and work through each section of the system. It would be nice if a tutorial could have been provided with the main program. Two tutorials are provided with the reports program.

Nit #3: "General Ledger STAccounts are named after a source of Profit or Loss to the company" according to the manual. I know that they were trying to simplify things for the non-accountant, but I find this statement to be inaccurate and potentially more misleading to the uninitiated than just quoting a standard accounting text might be.

Nit #4: Another quote: "Debit all losses in the Loss Account, because that account has received the benefit of expenditure by your company. Credit all revenue to the Profit Account because that

account has given some benefit in cash to your company." The manual then continues: "If you have any doubts at all about the structure and use of the General Ledger, consult your accountant." Now, by all means consult an accountant if you need help with the books for your business. If you show him the above quote, however, expect him to look at you a little "funny" and say, "Huh?" Worse yet, he might over-react to the quote and counsel you not to buy the software. This would be too bad, because you can get a lot of good out of this program if you can ignore the nits.

Nit #5: By menu, you are provided a choice of five types of General Ledger STAccounts. These are Sales, Purchases, Expense, Asset or Liability. This is over-simplified. Suppose you have money in the bank earning interest for the business. Which type of General Ledger Account would you use for recording interest income? If you do not know, take it from me, interest income fits none of the five categories. I imagine, and I hope, that you can work around this although I did not take the time to try. (There are limits on my willingness to expend energy in the interest of seeking truth and light.) Similarly, the capital accounts are not provided for in this partitioning of the General Ledger into five parts (More than Gaul; what gall!), but they can be accommodated as "Liabilities."

Nit #6: Initialization of a new data file is slow. Be patient. Initialization of a new data file at month end is slower. Be extra patient. It took about ten minutes for the program and disk drive to get it over with. But, what the heck is ten minutes in a month? A coffee break, which you can plan for during initialization.

Last nit, a nice one: I liked the use of color. I would have liked it just as well even if they had used "colour." This is because I am a "color junkie," like most of you, I suspect, and this program used a nice raspberry color here and there. Raspberry is my favorite flavor, and until I figured it out, I was wondering why the program was provoking cravings for sherbet (I hate sorbet; don't you?) and sundaes.

I think if I do a short summary we can consider this review dealt with summarily, so on with it. I confess that after a couple of hours of initial frustration I wanted to not like this product. It seemed harder than it needed to be for me to get around. I think, in fairness, I was trying to go too fast; I urge any user not to hurry through the instructions in a rush to point and click. There are some nits, to be sure, and I may not have picked them all. This is, however, a very powerful accounting program. Used right, by somebody with the need and skill, it is well worth the relatively modest price for this type of software.

It will be interesting to see how this product fares in the small business, professional market. I wish the best for all associated with bringing another "higher class" product to the ST market.

Easy Hacking

1050 Drive

Select Switch

by Don Neff

Preface

When I began writing this hardware hacker's column, I thought it would be of interest to only the most experienced hackers. To my surprise, I find that there is a large number of beginners who are interested in hardware hacking but don't know how to start. Unfortunately, some of you started with my projects and found them to be too hard. Therefore, this month we'll address the needs of the beginning hackers. The following project is an easy one that can't hurt your drive if you make a mistake installing it.

The Project

We'll be installing a switch on the front of your disk drive to allow you to assign it as Drive 1, 2 or 3. To change the drive number on a standard Atari 1050, you must turn the drive around and move the two hidden slide switches with a pen or screwdriver. Since I never seem to remember the proper positions of these switches, I had to spend a lot of time looking up the information in one of my books first.

This meant that I, like most of you, never changed my drive numbers once they were set, and always booted off of the same drive. After a while that boot drive became noisy and finally wore out while my other drives received little use at all. The solution was to install an easily accessible switch on each drive

and boot off of a different one each time I used the computer.

The Things You Need

Everything you'll need is available from Radio Shack. When I mention each item for the first time, I'll include the Radio Shack part number in parentheses after the name of the item. Radio Shack stores display their parts in numerical order so you can locate what you need by the part number instead of the part name. Their sales people can help you locate anything you can't find by yourself but, they can't help you a bit with your electronic questions. (People who understand electronics don't have to work for Radio Shack wages.)

First you'll need a low-power soldering pencil (64-2070), a stand (64-2078) to keep it off your work table, and some thin solder (64-005). Use stranded (not solid), soft copper wire (278-1307) of 22-24 gage for hookup wire (avoid any wire the phone company uses). Long-nose pliers (64-1843) and diagonal cutters (64-1841) are required for almost every project. If you find you can't strip wire with the diagonal cutters without amputating the end of the wire, you should also get an adjustable wire stripper (64-1952).

The resistor color code is easy to remember if you know the story about Violet and the Bad Boys; however, this is a family magazine so I had better not tell you about it here. Instead, you can pick up a pocket guide (271-1210) which tells you the value

of a resistor when you dial in the colors.

This project requires only one part -- a Single Pole Double Throw (SPDT), Center Off, Toggle Switch (275-325). You'll need one of these three position switches for each of your drives.

Getting started

Clean off an area on your work bench or table to give a comfortable amount of room to work in. Wet the sponge in your soldering iron stand, set the soldering pencil in the wire coil and plug the power cord in to warm it up. We'll disassemble the drive while the pencil warms up.

Opening the Drive

Disconnect all the cables from your drive and set it upside down on the work bench. Unscrew the six phillips head screws which hold the case together. You'll be able to remove only the two which hold the front panel in place, the other four sit in deep holes. Hold the case together with both hands and turn the drive right side up again, allowing the four remaining screws to fall out. Set the drive on the bench and lift up the back of the top half of the case. The top half of the case will pivot at the front until the front panel snaps out. Set the top of the case and the front panel out of the way for now.

The drive mechanism sits on four posts above the circuit board and is not fastened to anything. The wires connecting the mechanism to the circuit board are fragile and can not with-

stand any pulling so we will not attempt to remove them. The circuit board is held in place by two plastic tabs, one on each side of the drive mechanism. Gently lift up on the front of the circuit board (not the drive mechanism) as you hold each of the tabs back with a screw driver. Hold the circuit board and the drive mechanism together and lift them out of the case, front first. Four plastic washers on the mounting post may loosen and fall out as you do this, but no harm will occur. Turn the board and drive mechanism up side down on the bench so you can work on the bottom of the board. Set the bottom of the case out of the way.

Preparing the Soldering Pencil

Touch a piece of solder to the end of the soldering pencil to see if it's warm enough to use -- if the solder melts, it's ready. Wipe the tip of the pencil on the sponge to clean it off, and then coat the tip with solder. Wipe the extra solder off of the tip with the sponge. Apply more solder to the tip and try to get a coat of solder all over the tip. Once again clean the extra solder off with the sponge. The tip should now have an even, shiny coat of molten solder on it. This is the way it should always look when you are using it. If the tip gets dirty or the solder coating gets dull, you must clean the tip with the sponge again.

Installing the Switch

Figure 1 shows the area of the bottom of circuit board we will be working with. It is located at the rear of the board, in the corner with the black and white drive select switches. Cut three 15-inch lengths of wire, each a different color, and strip 3/8 of an inch of insulation from all the ends. Apply a little solder to the bare ends of the wires (this is called "tinning" the wire) by holding the tip of the soldering pencil, the end of a wire and the end of the solder together (you do have three hands, don't you?) until the wire is hot enough to melt the solder. Tinning is easier to do if you have a small vise (64-2094 or 64-2093) to hold the wire.

Solder one end of each wire to a pin on the new SPDT switch. Do not apply too much solder (if your solder joints are little round balls, you used

too much). If a wire moves before the solder cools, you must resolder that joint. Use the diagonal cutters to trim off the excess wire close to the pins so there are no shorts between the pins. The free end of the wire which is soldered to the center pin of the SPDT switch must be soldered to the connection point labeled A in Figure 1. The other two wires may be soldered to the points labeled B and C in Figure 1. It does not matter which of these two wires goes to either point as long as there is one wire on each point. Only the wire from the center pin of the switch is critical, and must go only to point A. Check all your solder joints to make sure they are shiny and smooth. If any of them are dull or wrinkled, do them over. If any of your joints are round balls, remove the excess solder with solder wick (64-2090) or a solder sucker (64-2086). Make sure there are no solder bridges between any two solder joints (use a good light and a magnifier).

Hold the circuit board and drive mechanism together and insert them back into the lower half of the drive case. The new switch should be extending out the front and the drive mechanism must be resting on its four support posts again.

Set the black and white drive select switches to the position for drive 1 (both switches moved away from the cable connectors) and reconnect the drive to your computer. Turn on the drive, set the new switch to its center position, insert a DOS disk and turn on the computer. The drive should boot as normal as drive #1. Now turn the new switch to one of its two side positions and call for a directory of drive #2 from DOS.

If the directory of the same drive comes up on your screen, the switch is installed properly. If DOS times out without giving you a directory, turn the switch to the other side position and call up the #2 directory again. If you do not get a directory of this drive either time you must recheck your wiring and solder joints again. When you are successful at getting a directory of this drive as #2, leave the switch in that position and return the drive to your work bench.

Locate a spot for the switch on the front panel and drill a 1/4 inch mounting hole for it. Insert the switch through the hole and fasten it in place with the supplied nut and washers. The switch should still be in the same position it was when DOS read the directory as #2 drive. Mark this position as #2, mark the opposite position as #3, and mark the center position as #1 drive. Use a can of compressed air (64-2325) to blow the dust out of the drive mechanism and apply some oil (64-2301) to the two metal rails which the head slides on. Snap the front panel and upper half of the case back into place and reinstall the six screws on the bottom.

Make this modification to all your drives and spread the work evenly between them from now on.

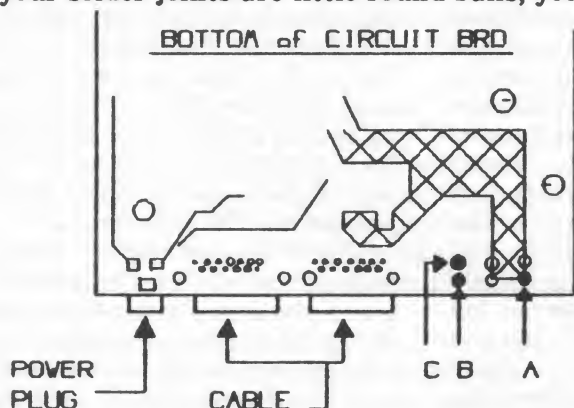


Figure 1

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Binary Maybe's, the IF..THEN..Who Cares Maxim by Clinton Pierce (GAG)

In the last installment, I stressed the importance of logical thinking and thinking in general. Now, I hope to give you the tools needed to do this. First of all, walk (do not run and trip over your computer cables) to your bookshelf and pull down a math textbook. Theorems and postulates are not just made up at the whim of the publisher. They are derived from logical steps, which themselves are derived. (From What? you say.)

Let's make an assumption: the Truth is true. Ok, not bad. (For a proof, see Descartes.) Let's use the equals instead of the word "is." $P=P$ is true. Want some more? $P<>_P$ (P is not, not P), still true. The list of logical operators is extensive and I'm not going to derive each one of them. You should know what each of these does: AND, OR, NOT, XOR (Exclusive Or), $=$, $<>$, TRUE, FALSE, \rightarrow (Implies) and IFF (If and Only If).

You should note there isn't a "looks like" or "should" function. Computers understand is, was, shall be, and nothing else. They don't work well with implications, indecision, morality and justice. They do what is correct.

Let's look at other things of interest. Numbers. (And for the sake of clarity, integers.) Oh sure, you know all about them. You learned those in the first

grade, did you? No. You learned 5 preceeds 6 and $2+3$ is 5. You didn't learn numbers.

Every number greater than 1 is a unique product of primes. [If N is an integer, then N must be equal to some $a \times b$ (where a AND $b < N$) If A or B are nonprime, then they each become their own N and the process starts over.] What good is all of this symbolic garbage? Take a simple problem: Find the primes from 1 to 70. Well, we could take each number and divide it by every number lower than that -- only 2280 repetitions. If we are smart, we would only go up to halfway-1 of each number testing for divisibility (knowing every number cannot be divided by another evenly, when the second $>$ First/2). We're down to 1061 repetitions. And if we start with 3 (because we know 2 is prime) and only count odds, we're down to 619. Using Euclid's Lemma, we can only check the odds up to the Square Root of the number to be checked to see if it is prime. We are now down to 135 repetitions. If we stop checking a number as soon as it is nonprime, then we only need 89 repetitions.

Knowing all of that symbolic garbage saved us 2191 repetitions. Finding primes was simple. What if you were trying to find a number in a telephone directory of 1,000,000 people? Or trying to sort that list alphabetically? Time and energy can be saved exponentially.

In the next installment, these techniques will be used for more "practical" applications.



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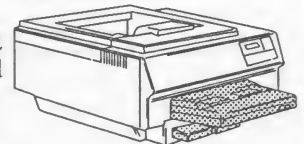
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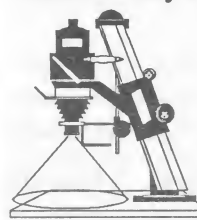
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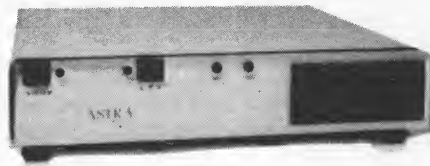


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Cascades Atari Computer Enthusiasts



Cascades Atari Computer Enthusiasts (CACE) is the Atari club in and around the Jackson County area. The main purpose of the club is to help inform new users and to promote the use of Atari computers in the community.

President	Bret Fisher	764-4599
Vice-President	Bob Kingsbury	789-7533
Secretary	Joe Cripps	782-0199
Treasurer	Scott Boland	784-9246
Editor	Jim Boyce	522-4074

The current membership dues are \$10.00 per year, or \$14.20 if you wish to subscribe to Michigan Atari Magazine, and are payable at any of the CACE monthly meetings, or by mail. Club membership includes access to the entire club software and publication libraries, along with a monthly published newsletter. Any written communication with CACE or payments by mail should be sent to: CACE, P.O. Box 6161, Jackson, MI 49204. Our meetings are held on the second Sunday of the month, from 1 pm to approx. 4 pm.

CACE Picnic by Craig Schaff

Sleigh bells ring, are you listenin' ...Jack Frost nipping at your nose...Ah yes, the thoughts of winter... Just singin' in the rain, just singing in the rain... Ah yes, the thoughts of the picnic.

Why, oh why, in the midst of the worst drought in years, it rains on the picnic! Nix that, it downright stormed on us! But the hamburgers stayed nice and water-free! The picnic went on as planned, we had a nice turn out, a few didn't show that were expected, but then again, a few people stop by unexpectedly. All-in-all things worked out good, we had plenty of food for every one, with leftovers. Anyways, we all had a good time, if you couldn't make it this year, there is always next year..and I promise not to be in charge of the committee.

Member-at-large Report by Jimmie Boyce

Well folks, I guess that it is about time to let you know what I have been doing besides keeping the prez in line. Scott Boland is back at the helm as treasurer and I thought I should give an accounting of the financial situation with in our little group. Actually the situation has not changed much. In March of this year, we were worth \$664.86; in April and May \$674.46. In June it declined to \$614.94, and so for the month of July the figure stands at \$602.59. The decline again was for the newsletter, just about the only expense the club has had for some time now. I will be wearing a new hat for August, as Librarian Ken Huhman will be on vacation when the meeting takes place. Well, I guess that kind of brings things up to date. Hope you are having a fun summer.

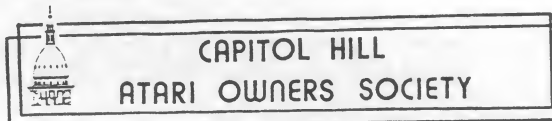
Fishin' Around by Brent Fisher

Okay, this is for all of you who think Atari is dead. I have a special treat for all of you who have wanted to see some new Atari products. At the next CACE meeting, I will show a brand new Atari XF551 double-sided double-density disk drive you have been reading so much about in recent issues of Antic and Analog.

I thought people would like to know when the next meeting will be. The next meeting date is August 14 at the East Side Lounge on Horton and Ganson Streets.

This next bit is for all of you football fans out there. Since football season is beginning shortly, I figure now is a good time to let you know there are several football programs out for your Atari. If anyone is interested in these and would like to see one demoed at the meeting, let me know as I would be glad to give you my opinion of the current lot on the market. I own Touchdown Football by Electronic Arts, Computer Quarterback by Strategic Simulations, Inc., and 3 in 1 College & Pro Football by Lance Haffner Games. I also have a couple pd handicapping programs, NFL Analysis and College Analysis. Antic or Analog also put out handicapping programs for NFL games last fall, and if I remember right we have the disks in our software library.

Well, that's about it for this month, so I'll see you all at the meeting.



CHAOS is the Capitol Hill Atari Owner's Society, serving the Atari community of the Lansing, Michigan area. Membership dues are \$15 per year and entitles members to a 1-year subscription to the Michigan Atari Magazine, a free disk from our regular library, and access to our libraries and other resources. Sysop John Nagy and CHAOS invite you to call one of the country's finest BBSes at 517-371-1106, 3/12/24 baud, 24 hours serving both 8 and 16bit Atari computers. Send inquiries regarding CHAOS to: CHAOS, PO Box 16132, Lansing, MI 48901.

General meetings of the membership take place several times a year. 8 and 16bit Special Interest Group meetings take place monthly. The ST Interest Group meets on the second Saturday of the month. The 8bit S.I.G. meeting takes place on the third Saturday of the month. The meetings take place at the MSU Physics-Astronomy Building, Physics Road, Room 118. Meetings begin at 10 a.m. Members and guests are welcome to any SIG meeting. Illegal copying, or any violation of copyright laws, is not condoned or allowed at any CHAOS-sponsored function, including the club BBS.

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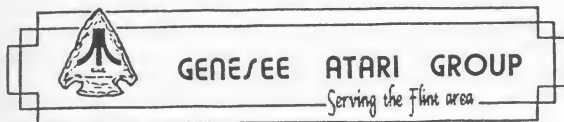
President's Corner by Leo Sell

September already...boy, did summer go fast. What a hot one too!!! Summer is usually a little slow for us, but you all seem to jump back in come fall. So, for all of you coming back and getting involved, welcome back! As I write this, I look forward to the CHAOS picnic this Saturday. I expect we'll have a good time visiting and commiserating about Atari and other things -- maybe even non-computer related.

I recently talked with Cindy Claveran, Atari's new user group representative. While she seems very competent, I remain very concerned about Atari's attitude toward user groups. The newest edition of Atari's User Group News includes a required "application" to be an authorized Atari Computer Enthusiast group. The most incongruous question asked for a retailer that will sponsor our user group. What a silly question. Atari has nearly killed the retail business and is working on kill-

ing the mail-order business. And they have the gall to ask us for a retailer to sponsor us. I told Cindy it would be more appropriate if they asked their retailers for user group sponsorship! There was also an article beating the "user groups need to support Atari retailers" horse. What retailers??? I told her the dealer network is very weak in this area. She asked us to provide some more detail. She expressed interest in our fall Computer Sale. Speaking of the show, plans are progressing but not final. The early details look very exciting.

Don't forget the October auction. As usual we'll sell about anything, for a cut. Details will be posted at the meeting. The auction will take place on the 3rd Saturday of October in place of the 8bit SIG meeting. See you there!!



The Genesee Atari Group is a non-Profit group of Atari owners in and around Flint, Michigan. Our purpose is to provide assistance to users of Atari Personal computers. This organization is not affiliated with Atari, Inc. GAG meets on the second Wednesday of the month at the Neithercut School, located at 2818 Crestbrook Drive, Flint. Meetings begin at 6:30 pm. During the school year we also have a 4th Saturday session for second shift workers. This meeting begins at 9:30am.

GAG President's Report by Jerry Cross

Well, it's been a long, hot summer. But it's finally over! This has been one of the longest summers I can remember! Well, now that the meetings are starting up again, maybe things will get better. And since there is a total lack of news to discuss this month, I guess now is as good a time as any to give my "State of the Club" report. It's no news to anyone that Atari has done very little for the 8bit users. Our complaints are usually answered by the reply "Well, we did come up with an 80-column card, 1200 baud modem, and a brand new disk drive, didn't we?" Well sure, I guess so. Now if they would only ship out some software to support these products I might start believing it. But with the lack of support from both Atari and the other developers, the 8bit membership has really slacked off. This is not unique to our club, but also is a problem with every club I have contacted. I believe it's because the current 8bit owners are either burned out from using their systems, or have moved on to more powerful computers. Since the Atari ST is so hard to purchase in the US, I can only assume they moved on to IBM clones, Macintoshes and Amigas. This has further hurt our membership.

We are now at a turning point with our club. What direction should we take? A service-oriented club or a social club? If the trend for a smaller membership continues, which I'm sure it will, we will need a lot of help from the current membership. If we want to be recognized by software companies as a serious club, we have to search out new members, and offer services they can not obtain elsewhere. In other words, if we are to survive as a service-oriented club, we need help from everyone!

October is an important time for us. It is the time to elect new officers. I have been informed that several current officers do not wish to run again (including myself). This leaves open the office of president, librarian, and 8bit vice president. I would like each of you to con-

sider running for an office. The librarian's job is a lot of work, but it also generates the most income for our club. The president and vice president must search out members and keep in touch with Atari and software companies to let them know we still exist! It only takes a few hours a week, so why not give it some thought.

Remember, it's up to us to see the 8bits survive. After what I saw at CES, I don't think we have anyone else to count on, not even Atari!

One last note. In the last issue of MAM, I came down pretty hard on Atari for not attending the computer shows being held around the country. My letter was written right after the CES show (in early June) and was not published until August. In that time, Atari did agree to attend a few shows. I received a call from Cindy Claveran, the User Group Coordinator for Atari, saying Atari is interested in working with user groups in setting up their own shows. Whether Atari is serious about this is anybody's guess. That's it for this month, see you at the meeting.



GKAUG meets the second Saturday of each month at 11am in the Dewing Hall on the Kalamazoo College Campus, corner of Academy & Monroe. Dues are \$20/yr.

President	Frank Fellheimer	657-6106
Vice President	Dan Youngs	
Treasurer	Dave Bryant	
Sr. Librarian	Steven Buechler	
Librarian	Dale Vincent	
Archiver	Dave Oldenburg	
ST Chairman	Jim Zinke	
SysOp	Alex Stevens	
GKAUG BBS	(616) 657-2665	

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From The Desk Of The President...August 1988

It's the 15th of August, and summer is almost over. Most vacations have been completed and people are getting ready to buckle down for fall and winter. Maybe the heat will even let up a little. If summer months are the slowest for user groups, we can expect to see rather large attendance at GLASS this fall because we never seemed to slow down. We have been experiencing 45 percent+ membership attendance all summer and even signed on nine more people.

But of course, fall brings out more new products (in preparation for Christmas?) and these will have to be reviewed, demonstrated and evaluated. Training seminars will be re-activated and new users will get some assistance in learning their systems and how to best optimize them. Home business owners -- we will assist in any way we can in choosing software best suited for your needs, and we also ask those of you who are using business software to help us help others like yourself. After all, that's what membership in GLASS is all about.

This fall we will be showing the operation of various printers (October), use and explanation of floppy drives, hard drives, ramdisks and file and disk formats (November), word processors and text editors (on-going) and

anything that you let us know you want more information about. If you are having a problem with a particular piece of software just bring in a disk(s) with the software and your related data files and we can look into it right here that night.

Our Public Domain software library has grown significantly over the summer and the Public Domain catalog is now available. The catalog is \$1.00 with free updates (about every two months). Our collections for public domain and shareware software has been well received by the authors and programmers. We are currently collecting for DSLIDE and PICWS7 written by John Brochu, but all donations have to be received by September 8th. Give donations at the meetings to Byron Johnson. This shareware donation program has seen checks go out for Arcshell (Charles Johnson), Alarmclk (Cris Lathem), IntramdK (Randy Mears), and Dlside & Picsw7. Now, everyone should know that aSTarians are *not* software pirates, what's more, we support the writers of (good) public domain and shareware!

A note to Atari...ever think about the idea of dropping the Atari name from the ST and MEGA line? This might help the machines break into the business world. I finally saw my very first ever "business only" advertisement for a Mega in the Detroit Free Press just last week. After owning an ST for three years, it's about time!

See you at the September meeting! Just bought ST-Turbo and I love it! Steve Mileski



Next Meeting: Oct. 5, Wyoming Public Library, 3350 Michael SW, at 6:30 p.m. Write to GRASS at: 2440 Parkridge, SE, Grand Rapids, MI 49506.

President	George Nosky	(616)942-1527
Vice President	Gary Heitz	(616)676-0112
Secretary	Marvin Waid	(616)866-1998
Librarian	Chuck Baughman	(616)795-7373
Director	Gerry Borysiak	(616)896-9358
Director	Steve Gilbert	(616)891-1785
Director	Marek Kulikowicz	(616)957-2646
Membership	Tim Feenstra	(616)784-6830

President's Comments by George Nosky

There is not much to report this month. We continued to have our monthly meetings throughout the summer. We had a lot of familiar faces and we gained a number of new members. By the time you read this, we will have had our September meeting and will have started to get organized for the coming year. If any of you have any ideas or thoughts on what you want the group to do, please let your officers and/or directors know. We will do our best to incorporate them.

I received a notice from the Library giving us permission to continue to meet there for the next year. As soon as we get a demo schedule together, we will publish it. Also, raffles will start again with the October meeting. Let us know what you want raffled off, and we will get it. Let's keep it under \$30.

One last bit of news. The cost of MAM has gone up to 95 cents starting with the October issue. Pattie Rayl tells me the publishing cost has gone up, therefore this increase has to be passed on. Your treasury can absorb the increase, so we don't have to ask members for more money. See you at the October meeting.



Michigan Atari Computer Enthusiast members get the Michigan Atari Magazine as part of their dues, and may purchase from the 8bit and ST public domain software libraries. These libraries are always growing with the 8bit library at more than 400 disks and the ST near 200! Eightbit disks are \$3 and the ST disks are \$4 each -- buy three and get a fourth free! The most important benefit you receive is support from (and interaction with) other Atari owners. If you're having a problem, need advice about a software package or whatever, your fellow MACE members will help. That's what a user group is all about -- helping each other get the most from computing.

The ST sig meets currently on the first Tuesday each month and there is a small charge to defray room-rental costs. If you contribute an article which is published in MAM, you are entitled to a free disk from one of the club's libraries. Yearly dues are \$20 per family, and meetings are the THIRD Tuesday at the Southfield Civic Center at Evergreen and 10-1/2 Mile. Contact MACE at PO Box 2785, Southfield, MI 48037.

President	Don Neff
Vice President	Jim Kennedy
Corresponding Secretary	Ted Newkumet
Recording Secretary	Mike Olin
Treasurer	Heather Neff
Journal Editor	Pattie Snyder-Rayl 973-8825
8bit Librarian	Kip Keifer
16bit Librarian	Paul Wheeler
Membership Chairman	Bill Rayl (313)973-8825
MACE weST	(313)582-0657 (3/12/2400)
MACE East	(313)978-8087 (3/1200)
The College Board	(313)478-9647 (3/1200)
Molin's Den	(313)420-0407 (3/1200)

Meeting Minutes

The August'88 meeting of the Michigan Atari Computer Enthusiasts was held at the Southfield Civic Center on Tuesday, the 16th. President Don Neff called the meeting to order announcing a raffle later with prizes including TangleWood, the original Atari Writer and a 10-meg Winchester drive. Don announced the meeting topic for the evening was BBSeS/Telecommunications including a demonstration of BB/ST from QMI by Bill Rayl.

Member Ken Van Dellen demonstrated a pd word processor called MultiLingual Writer, which features the option of typing in any of a number of foreign character sets. A GEM menu allows selection of English, French, German, Spanish, Swedish, Arabic, Greek, Hebrew, Russian and math characters.

Bob Retelle and Bill Rayl spent several minutes discussing what's new in Atariland. A few minutes, actually, as there is not much going on during the summer months. There is apparently little to tell about Atari's efforts to open a factory in Texas; the new ST ROMs are due "soon;" Charles Johnson is releasing his replacement of the GDOS system (now called G+Plus); and the producers of GOE, the 8bit Graphics Operating Environment (lovingly dubbed "ST Jr") has taken a bit of a setback when Merrill Ward had a falling out with the programmer, so watch for a merger with the Diamond program.

Mike Lechkun announced Sig Hartmann approached MAGIC about another Atari show. For now, there are no definite plans.

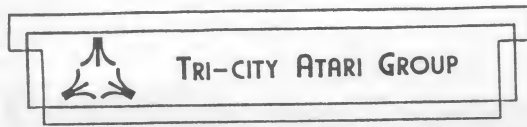
Don presented the August MACE Appreciation award to Bob Retelle for his contributions in the past months.

Mike Lechkun announced the MACE East BBS IS still up, and he'd be happy to see a few more callers. The BBS features Z-Mag in the D/L library, and Mike introduced his co-SysOp, Rich Popchok. (The AMIS1200.BBS program is a MACE Proprietary System, and available with documentation for \$6 by writing to the MACE P.O. Box listed elsewhere in this MACE section of MAM.)

Bob Retelle discussed his soon-to-be released Dungeon Master hintbook, published by Unicorn Publications, which will contain maps, hints, specific answers and a cross index in over 100 pages.

Bill Rayl demonstrated BB/ST from QMI, and showed members the complex but powerful features available. Bob Retelle gave an in-depth look at CompuServe's features. Pattie Rayl mentioned the deal Delphi has available, making Delphi cheaper per hour than GENIE.

Don announced the September meeting will be elections of new officers and requested members seriously consider becoming involved in the operation of the club. The raffle was held; the meeting adjourned at 9:30pm.



T.A.G. - SAGINAW, BAY CITY, MIDLAND

The Tri-City Atari Users Group meets the first Saturday before the 18th of every month at 2 p.m. at the Zauel Library on Shattuck and Center in Saginaw. Upcoming meetings are; September 17, October 15, 1988.

LeRoy Valley	President	686-6796
Marty Schmidt	Treasurer/Sec	792-6029
Al Jennings	ST Librarian	790-1980
Ted Beauchamp	8bit Librarian	686-8872
Char Davis	8bit Editor	686-4170

Club dues are \$20 per year. For this fee you get MAM, support for both the 8bits and STs, and full access to the clubs public domain library. We currently have 150 8bit disks and 50 ST disks. 8bit disks cost \$1 each, and ST disks cost \$2 each. Check your mailing label. If you need to renew, then do it now!

Note From the President

Where is everybody? We miss you and have lots of exciting things to show you! Our attendance has been down, and I'm hoping it's the hot weather, although the library IS air conditioned! I'd like to see a large attendance at the September meeting (come on, make me feel good!!). I'll also bring in my usual 'Disk of the Month'. If you're looking to upgrade your system, there are great deals on Mega 2 STs! If you're interested in a system, give me a call, and I'll give you the info! STill to Come!

The month of September will bring some exciting demos! Neil Demo will show us DeskCart. This is a cartridge that offers printer setup features, a ram disk, a printer spooler, and lots more. After Neil is finished, LeRoy will demo IMG Scan by Seymour Radix. This slick little device attaches to your printer and scans images into your ST. And, as usual, LeRoy will display the new Disk of the Month for the ST library! Look for X-Former II, Dcopy 1.97, and more! Show up at the meeting and let us know what you expect from your club! RelicST to Relish!

The August meeting started with Marty Schmidt's demo of NeoDesk, the desktop alternative by Gribnif Software. The customized icons really look impressive, and it's easy to tell the difference between text files and programs. The ability to install your favorite program on

the desktop as an icon is fantastic. Imagine having Twister and a hard drive park program available simply by pointing at an icon and clicking! Marty was very pleased with the package, and highly recommended it!

LeRoy then demoed Shadow, the new telecommunications utility by Antic Software. This program is a must have for anyone with a modem! After LeRoy demoed Shadow, it was raffled off, and our newest club member won it. The meeting ended with LeRoy demoing the latest Disk of the Month. See you at the next meeting!

8bit Equipment Volunteers for September:

Club	800 XL
Char Davis	Color TV
Diak Drive	Ted Beauchamp

ST Equipment Volunteers for September:

Neil Demo	520 ST & Disk Drive
Marty Schmidt	Monitor
LeRoy Valley	Printer, IMG Scan, Hard Drive

Remember, if you're bringing equipment, please bring all of the necessary cables (power cords, monitor cords, mouses, etc.).



General Meeting Minutes

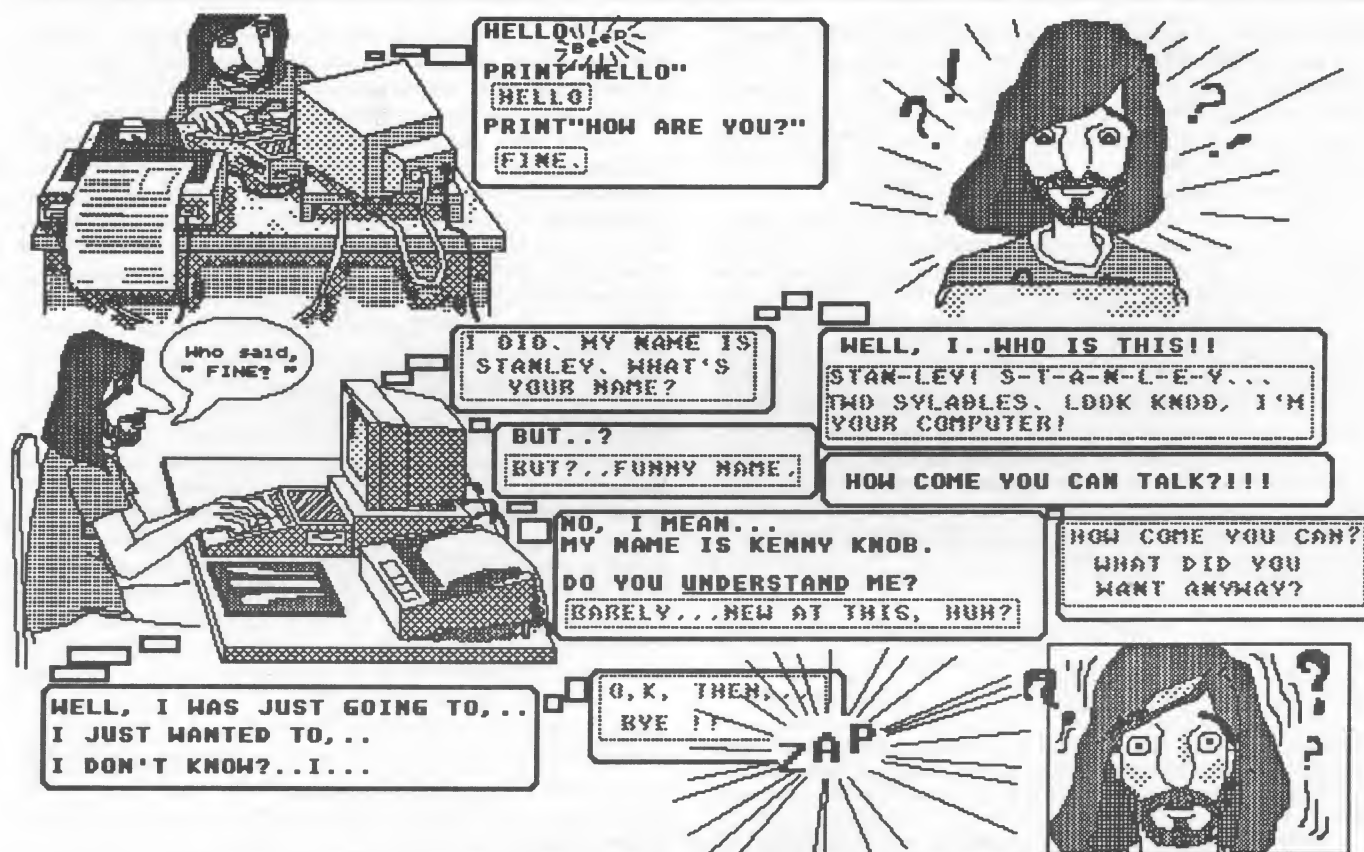
The August meeting was held at State Street Computer in Ann Arbor. President Jon Brode called the meeting to order at 7:30 p.m. announcing Newsletter Editor Mike Ranger has accepted a promotion and no longer is able to be Editor. Jon asked the members for nominations. No one accepted, so the officers will discuss the vacancy at their next meeting (8/30).

Member Bob Fritz of C.P. Technology led a discussion of ST memory upgrades. Bob noted there are several kits available that require no (or little) soldering and felt the E-Z Ram kit is the easiest to install. Tech Specialities and E.Arthur Brown also produce good kits. Russ Crum announced a special disk was available containing text files discussing various hardware projects that can be performed on the ST. Russ said any member wanting copies of uncommon pd software should call him so he bring copies to the next meeting. Howard Chu discussed upgrading hard drives; Craig Harvey discussed building surge protection devices; Mike Olin demonstrated DeskCart and Dick Selke showed a booklet "Mods, Fixes & Upgrades" for the 8bit. Dick then described the methods he will use to indicate when memberships are about to expire. Members should pay attention to the mailing label on their issue of MAM. The following themes for upcoming meetings are: September, word processors; October, emulators; November, drawing/cad; December, Christmas Party. The meeting adjourned at 9:30pm.

From the Treasurer:

We had a fair amount of disk sales for July, good work gang! Our new members for July are Steven and Penney Filler, from Columbia Falls, Montana. They have an 8bit and ST. Welcome to the group! If anyone would like to correspond with them, contact me and I'll give you their address.

Notice: to all future and renewal members of WAUG. The membership fee is \$15 per year, which includes 12 meetings and 12 issues of MAM. Please make you check or money order to Dick Selke, and mail to 31139 Cooley Dr., Westland, MI 48185, or bring cash to a meeting.



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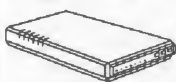
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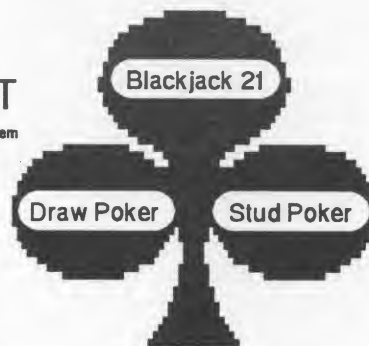
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